

Abstract

The aim of the work is implementation of a cooperative game editor. The editor is mainly designed for non-programmers, who wish to create their own RPG games, alone or in cooperation with others. Game elements – basic units of the game world – are templated, so users can easily add new game elements to the game world. The game is driven by events, which can be handled by user-defined Lua scripts. User interface of the editor is simple and straightforward with well-arranged lists of game elements and a property editor for easy editing. The editor provides two modes – edit mode and play mode. The latter is designed for immediate testing of currently edited game. Cooperativity of the editor is ensured by synchronization with a database server. The result of a work in the editor is a final game in the form of an executable package.